

MARVEL
LIMITED SERIES
1 of 5
PARENTAL ADVISORY

ORSON SCOTT CARD

ENDER'S GAME™

CHRISTOPHER YOST

PASQUAL FERRY

FRANK D'ARMATA



ACTUAL
ENDER'S
GAME

COMMAND SCHOOL

ORSON SCOTT CARD ENDER'S GAME

Creative Director & Executive Director: **ORSON SCOTT CARD**

Script: **CHRISTOPHER YOST**

Art: **PASQUAL FERRY**

Color Art: **FRANK D'ARMATA**

Lettering & Production: VC's **CORY PETIT**

Story Consultant: **JAKE BLACK**

Cover: **PASQUAL FERRY & FRANK D'ARMATA**

Editor: **JORDAN D. WHITE**

Supervising Editor: **NICK LDWE**

Senior Editor: **MARK PANICCIA**

Vice President of Creative: **TDM MARVELLI**

Senior Vice President of Publishing Sales: **DAVID GABRIEL**

Senior Vice President of Strategic Development: **RUWAN JAYATILLEKE**

Editor in Chief: **JDE QUESADA**

Publisher: **DAN BUCKLEY**

Special Thanks to **KRISTINE CARD, KATHLEEN BELLAKY, DARIAN ROBBINS, ANDREW BAUGHAN, RALPH MACCHIO, LAUREN SANKOVITCH, JIM NAUBEDAS, JIM MCCANN, ARUNE SINGH, CHRIS ALLO and JEFF SUTER.**

ENDER'S GAME: COMIC BOOK, No. 1, November, \$3.99. Published Monthly by MARVEL PUBLISHING, INC., a subsidiary of MARVEL WORLDWIDE INC. OFFICE OF PUBLICATION: 417 5th Avenue, New York, NY 10018. © 2005 Orson Scott Card. All rights reserved. All characters featured in this title and its publishing names and business format, and all related indicia are trademarks of Orson Scott Card, Inc. Its identity belongs only to the names, characters, settings, objects, creatures in this magazine with those of any living or dead person or institution to whom, and any such similarity which may exist is purely coincidental. \$2.99 per copy in the U.S. (GST #R12303552) in the direct market. Canadian Agreement #40666227. Printed in the USA. ADAM PEREIRA, Office of The Chief Executive Marvel Entertainment, Inc. & DCI Marvel Characters S.V., DAN BUCKLEY, Chief Executive Officer and Publisher - 90th Anniversary & 50th Anniversary, CHIEF Operating Officer, MARVEL GAMES, SVP of Publishing Sales & Distribution, DAVID BOZART, SVP of Business Affairs & Talent Management, MICHAEL ROZENCALD, VP Marketing & Communications, JIM ORSINI, VP of Operations & Logistics, SARA CARM, Executive Director of Publishing Technology, JEFFREY F. BARNES, Director of Publishing & Editorial Operations, SUZANNE ORSINI, Editorial Operations Manager, ALDO MORALES, Publishing Operations Manager, STEVE LEE, Chairman, Marketing, for information regarding advertising in Marvel Comics or on Marvel.com, please contact: Mike Dea, Advertising Director, at mdea@marvel.com. For internal subscription inquiries, please call 800-271-6166.

To find MARVEL COMICS at a local comic and hobby shop, go to www.comicshoplocator.com or call 1-888-COMICBOOK.

INTERNATIONAL FLEET MONITORED COMMUNICATIONS
PARTICIPANTS: COLONEL H. GRAFF, MAJOR J. ANDERSON
REF ID # 22457-86422, KEYWORD SEARCH: 'DRAGON'

<<<THIS CONVERSATION WAS RECORDED FOLLOWING THE
PROMOTION OF ANDREW WIGGIN TO COMMANDER OF DRAGON
ARMY>>>

GRAFF: For a few minutes there, it actually occurred to me to wonder what kind of a man would heal a broken child of some of his hurt, just so he could throw him back into battle again. A little private moral dilemma. Please overlook it. I was tired.

ANDERSON: Saving the world, remember?

G: Call him in.

A: We're doing what must be done, Colonel Graff.

G: Come on, Anderson, you're just dying to see how he handles all those rigged games I had you work out.

A: That's a pretty low thing to--

G: So I'm a low kind of guy. Come on, Major. We're both the scum of the earth. I'm dying to see how he handles them, too. After all, our lives depend on him doing real well. Neh?

A: You're not starting to use the boys' slang, are you?

G: Call him in, Major. I'll dump the rosters into his files and give him his security system. What we're doing to him isn't all bad, you know. He gets his privacy again.

A: Isolation, you mean.


G: The loneliness of power. Go call him in.

A: Yes, sir. I'll be back with him in fifteen minutes.

G: Welcome, little boy. Your dear Uncle Graff has plans for you.



I'VE NEVER
HEARD OF
DRAGON ARMY.



THAT'S BECAUSE THERE HADN'T BEEN
A DRAGON ARMY IN FOUR YEARS. WE
DISCONTINUED THE NAME BECAUSE
THERE WAS A SUPERSTITION ABOUT IT.

NO DRAGON ARMY IN THE
HISTORY OF THE BATTLE
SCHOOL EVER WON EVEN
A THIRD OF ITS GAMES.
IT GOT TO BE A JOKE."

WELL, WHY ARE
YOU REVIVING
IT NOW?"



WE HAD A
LOT OF EXTRA
UNIFORMS
TO USE UP.

WE'VE
ASSEMBLED
DRAGON ARMY BY
ADVANCING THE
EQUIVALENT OF AN
ENTIRE LAUNCH
COURSE EARLY.

I THINK
YOU'LL BE
PLEASED WITH THE
QUALITY OF YOUR
SOLDIERS.

YOU'D BETTER
BE, BECAUSE
WE'RE FORBIDDING
YOU TO TRANSFER
ANY OF THEM.

NO TRADES?
WHAT IF I'VE GOT
A SOLDIER I JUST
CAN'T GET ALONG
WITH?

GET
ALONG WITH
HIM.

"YOU'VE BEEN CONDUCTING YOUR EXTRA PRACTICE SESSIONS FOR THREE YEARS NOW. ENDS. YOU HAVE A FOLLOWING."

SOLDIERS FROM OTHER ARMIES WOULD PUT UNFAIR PRESSURE ON THEIR COMMANDERS TO TRADE THEM INTO YOUR ARMY.

"WE'VE GIVEN YOU AN ARMY THAT CAN, IN TIME, BE COMPETITIVE."

"NO HAVE NO INTENTION OF LETTING YOU DOMINATE UNFAIRLY."

DRAGON ARMY, STAND AT ATTENTION!

BUNKING WILL BE ARRANGED BY SENIORITY. VETERANS TO THE BACK OF THE ROOM, NEWEST SOLDIERS TO THE FRONT.

WE'RE ON THE MORNING SCHEDULE STRAIGHT TO PRACTICE AFTER BREAKFAST.

OFFICIALLY, YOU HAVE A FREE HOUR BETWEEN BREAKFAST AND PRACTICE.

WE'LL SEE WHAT HAPPENS AFTER I FIND OUT HOW GOOP YOU ARE.

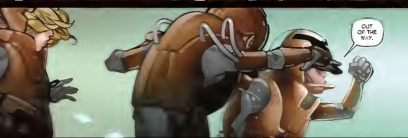
THAT'S NOT HOW THE OTHER COMMANDERS DO IT.



I'M NOT
LIKE ANY OTHER
COMMANDER.

DRAGON
ARMY, FALL
OUT!









DRAGON ARMY!



WHY ARE YOU UPSIDE DOWN?



I SAID WHY ARE YOU UPSIDE DOWN SOLDIERS?



I SAID WHY DOES EVERY ONE OF YOU HAVE HIS FEET IN THE AIR AND HIS HEAD TOWARD THE GROUND?!

WELL WHAT DIFFERENCE IS THAT SUPPOSED TO MAKE? ARE WE GOING TO FIGHT IN THE CORRIDOR? IS THERE ANY GRAVITY HERE?

GR. THIS IS THE DIRECTION WE WERE COMING IN OUT OF THE CORRIDOR

NO GR!



FROM NOW ON YOU FORGET ABOUT GRAVITY BEFORE YOU GO THROUGH THAT DOOR. THE OLD GRAVITY IS GONE ERASED. WHATEVER YOUR GRAVITY IS WHEN YOU GET TO THE DOOR REMEMBER...

...THE SNEAKY GATE IS DOWN



YOUR FEET ARE
TOWARD THE ENEMY
GATE. UP IS TOWARD
YOUR OWN GATE.
NORTH IS THAT WAY.
SOUTH IS THAT WAY.
EAST, WEST...

LAUNCH
AND FORM ON
THE CEILING!
RIGHT NOW!

MOVE!!



YOU!!



WHICH
WAY IS
DOWN?

TOWARD
THE ENEMY
DOOR

NAME
KIFT?



THIS
GOLDIER IS
NAME IS
BEAN. SIR.



GET THAT
FOR SIZE OR FOR
BRAINS?

HAHAHAHA!!

WELL, BEAN
YOU'RE RIGHT ONTO
THINGS. NOW LISTEN
TO ME, BECAUSE
THIS MATTERS.

NOBODY'S
GOING TO GET
THROUGH THAT DOOR
WITHOUT A GOOD
CHANCE OF GETTING
HIT. IN THE OLD DAYS
YOU HAD TEN, TWENTY
SECONDS BEFORE
YOU EVEN HAD
TO MOVE.



NOW IF YOU
AREN'T ALREADY
STREAMING OUT
THE DOOR WHEN
THE ENEMY COMES
OUT, YOU'RE FROZEN.
NOW WHAT
HAPPENS WHEN
YOU'RE FROZEN?

CAN'T
MOVE.

THAT'S
WHAT FROZEN
MEANS, BUT
WHAT HAPPENS
TO YOU?

YOU KEEP
GOING IN THE
DIRECTION YOU
STARTED IN, AT
THE SPEED YOU
WERE GOING WHEN
YOU WERE FLASHED.



THAT'S TRUE,
AND IF YOU FREEZE
RIGHT HERE, YOU GET
IN THE WAY. IF YOU'RE
MOVING, YOU PLUG UP
THE ENEMY'S LINES,
BLOCK THE ENEMY'S
VISION.



I IMAGINE
THAT ABOUT FIVE
OF YOU EVEN
UNDERSTAND THE
POINT OF THIS, AND
NO DOUBT SEAN IS
ONE OF THEM.

RIGHT,
BEAN?

...RIGHT,
SIR.

THEN
WHAT IS THE
POINT?



WHEN YOU ARE
ORDERED TO MOVE,
MOVE FAST SO IF YOU
GET LOST, YOU'LL
BOUNCE AROUND INSTEAD
OF GETTING IN THE WAY
OF YOUR OWN ARMY'S
OPERATIONS.

EXCELLENT. AT
LEAST I HAVE ONE
SOLDIER WHO CAN
FIGURE THINGS OUT.





IS BEAN
THE ONLY ONE
WHO KNOWS?

WHICH
WAY IS THE
ENEMY'S
GATE?

DOWN!!



WHAT ARE
YOUR LEGS GOOD
FOR IN COMBAT?

NOTHING.

BEAN
DOESN'T
THINK SO.



THEY'RE THE
BEST WAY TO PUSH
OFF WALLS.

RIGHT.

NOW, WITH
YOUR LEGS FROZEN
LIKE THIS, CAN YOU
PUSH OFF WALLS?

BEAN?

I'VE NEVER
TRIED IT, BUT
MAYBE IF YOU
FACED THE WALL
AND DOUBLED
OVER AT THE
WAIST—

RIGHT, BUT
WRONG. WATCH ME.
MY BACK'S TO THE
WALL. LEGS FROZEN.
USUALLY WHEN YOU
PUSH OFF YOU HAVE
TO PUSH DOWNWARD
SO YOU STRING OUT
YOUR BODY BEHIND
YOU LIKE A STRING.
BEAN, RIGHT?

KAKAKAKAKA!!

NOW WATCH
THIS. THIS IS
WHAT WE'RE
WORKING ON FOR
THE FIRST HALF
HOUR TODAY...

BUT PUSHING
OFF WALLS IS
MOVEMENT, NOT
COMBAT!

THERE IS
NO COMBAT
WITHOUT
MOVEMENT

BATTLE ROOM
PRACTICE
SESSION COMPLETE





WHY SHOULD
I GIVE YOU A
TOON?

BECAUSE
I'D KNOW WHAT
TO DO WITH IT.

KNOWING WHAT
TO DO WITH A TOON
IS EASY. IT'S GETTING
THEM TO DO IT THAT'S
HARD. WHY WOULD ANY
SOLDIER WANT TO
FOLLOW A LITTLE
PINPRICK LIKE YOU?



THEY USED TO
CALL YOU THAT, I
HEAR. I HEAR SONZO
MADRID STILL DOES.

I ASKED
YOU A QUESTION
SOLDIER.

I'LL EARN
THEIR RESPECT
SR. IF YOU DON'T
STOP ME.

I'M
HELPING
YOU.

LIKE
HELL.

NOBODY
WOULD NOTICE
YOU, EXCEPT TO
FEEL SORRY FOR
THE LITTLE KID.
BUT I WARE SURE
THEY ALL NOTICE
YOU TODAY. THEY'LL
BE WATCHING
EVERY MOVE
YOU MAKE.

ALL YOU HAVE
TO DO TO EARN
THEIR RESPECT NOW
IS BE PERFECT.

SO I DON'T EVER GET
A CHANCE TO LEARN
BEFORE I'M BEING
JUDGED?

POOR KID.
NOBODY'S
TREATIN'
HIM FAIR.

I'LL TELL
YOU HOW TO GET
A TOON. PROVE TO
ME YOU KNOW WHAT
YOU'RE DOING AS A
SOLDIER. PROVE TO
ME YOU KNOW HOW TO
USE OTHER SOLDIERS
AND THEN PROVE TO
ME THAT SOMEBODY'S
WILLING TO FOLLOW
YOU INTO BATTLE.

THEN YOU'LL
GET YOUR TOON.
BUT NOT BLOODY
WELL UNTIL.

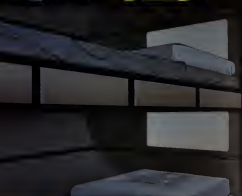


THAT'S FAIR. IF
YOU ACTUALLY
WORK THAT WAY,
I'LL BE A TOON
LEADER
IN A MONTH.

WHEN I
SAY I WORK
A CERTAIN
WAY, SEAN.

...THEN
THAT'S THE
WAY I WORK.

...COMPRISED OF THREE SEPARATE BODIES... THE HEGEMONY, CHARGED WITH SUPREME COMMAND OF HUMANITY'S SPACE FLEETS... THE POLARCH, WHICH IS THE POLITICAL LEADER OF EARTH, AND THE STRATEGOS, IN COMMAND OF SOLAR SYSTEM DEFENSE.



MY FIRST PRACTICE SESSION AND I'M ALREADY BULLYING PEOPLE AROUND THE WAY RONZO DID

AND PETER



I'M SORRY BEAN I'M HURTING YOU TO MAKE YOU A BETTER SOLDIER SO YOU COULD BE JUST LIKE ME

YOU'RE NOT MY FAVORITE THEY ARE

THE TEACHERS



KEY, ALAI I THOUGHT THAT TONIGHT WE COULD TALK ABOUT TEACHING SMALL GROUPS THE THINGS THAT--

HELLO, ENDSR





ATTENTION...
THE GAME ROOM WILL CLOSE
IN 30 MINUTES. REPEATING...
FINAL BELL IN 30 MINUTES...



HAAAAHAAA!!

WATCH
OUT!



YOU'LL
NEVER WIN
THAT WAY.

MISSED
YOU AT
PRACTICE
ALAI!



YOU'RE
OLDER THAN
I AM.

BETTER
LOOKING, TOO.
BUT DON'T YOU
KNOW? WE'RE
ENEMIES NOW.
NEXT TIME I MEET
YOU IN BATTLE
I'LL WHIP YOUR
BUTT.

I WAS THERE
BUT THEY HAD YOUR
ARMY IN A SEPARATE
PLACE. LOOKS LIKE
YOU'RE BIG TIME NOW.
CAN'T PLAY WITH
THE LITTLE BOYS
ANY MORE.



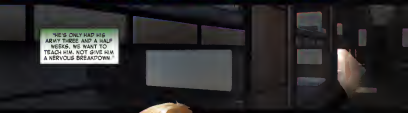




COLONEL GRAFF, YOU
CAN'T BE SERIOUS
ABOUT THIS SCHEDULE
OF BATTLES."



"YES I CAN,
MAJOR ANDERSON."



"HE'S ONLY HAD HIS
ARMY THREE AND A HALF
WEEKS. HE WANTS TO
TEACH HIM. NOT GIVE HIM
A NERVOUS BREAKDOWN."



NO,
ENDER.

NO,
ALAI.

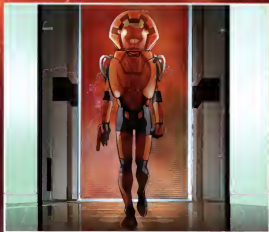


"IF YOU WANTED TO
BE MERCIFUL, YOU
SHOULD HAVE GONE
TO A MONASTERY."



NEXT ISSUE:





Andrew "Ender" Wiggin may be the best hope of all of humanity. The alien Formics twice attacked Earth with devastating power. We barely fought them off. Now the International Fleet has drafted the best and brightest of Earth's children to train to fight against a third invasion. On arrival in Battle School, Ender entered a world where the teachers monitor the students' every action while pitting them against one another in army war-games—war games Ender excelled at. Quickly rising through the standings, Ender has just been appointed the commander of Dragon Army... the youngest commander in the history of Battle School. Is Ender really the savior the fleet needs him to be? Or will the pressures of command wear him down?

The world-famous Hugo- and Nebula-winning novel is brought to life in science-fiction master Orson Scott Card's gut-wrenching tale of the one child doomed to save the world.

PARENTAL ADVISORY

529 99 US



00111

7 59606 06621 6

WWW.MARVEL.COM

DIRECT EDITION